

# DCN Next Generation Video Display



Security Systems

en | Software User Manual  
LBB 4184/00

# BOSCH

## About this manual

This user manual is divided into three chapters. Chapters 1 and 2 provide background information and chapters 3 provide detailed information as follows:

- Chapter 1 - Video Display - containing a brief overview of Video Display application.
- Chapter 2 – Starting and exiting Video Display - containing details of how to start the Video Display application from the Startup screen and how to close it.
- Chapter 3 – DDE links - containing details about the Dynamic Data Exchange link using Video Display.

## Manual conventions

For clarity this user manual uses consistent styles, symbols and typographical conventions. They are:



### Note

General notes are contained within rules and indicated with this symbol at the left margin. Notes are used to draw attention to special actions or information.



### Caution

A caution is contained within rules and indicated with this symbol at the left margin. Cautions are used to draw attention to actions or commands that could lead to a loss of information or damage to equipment



### Tip

A tip is contained within a box and indicated with this symbol at the left margin. Tips are used to provide supplementary information that may make an action quicker or easier to carry out.

- An action (to be carried out by the user) is shown with a larger round bullet mark.

## Typographical conventions

The following typographical conventions (text styles) are used in this manual:

- **Typed input** - information to be typed in using the keyboard is shown as:  
***Filename***
- **Single key** - input via a single key (or keys) on the keyboard is shown as:  
**<enter>, <shift>, etc.**
- **Multiple keys** - input via a combination of keys pressed together is shown as:  
**<ctrl>+<p>, <alt>+<f4>**
- **Screen text** - information that appears on screen is shown as:  
***'Choose Startup Modules:'***

## Hyperlinks

This manual is also available as a digital document in the Adobe Portable Document Format (PDF). All references to pages, figures, tables, etc. in this digital document contain hyperlinks to the referenced location.

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# 1 Video Display

## 1.1 About Video Display

### 1.1.1 What is Video Display?

The Video Display module is one of the software modules designed to be used in conferences and discussions using the contribution equipment.

Its function is to interface the software with conference video displays. The Video Display module provides a means of displaying conference-related information on video displays located in the conference venue. The information can consist of text, numbers and graphical elements like bar charts. All the information displayed is generated by other modules, and it is not possible to alter this information in Video Display.



#### Note

If information is to be displayed on video displays, data must be converted within the DCN Next Generation control PC or transferred to a separate PC via an ethernet link.

To use Video Display, it is necessary to have a Video Display (VD) Client application. The VD Client application receives the information which is passed to it from the Video Display (server) module. The user can change settings related to how information is displayed on the video screens, such as text or background colours. This can be carried out either during or after installation of the VD Client software.



#### Note

Video Display information is available via the windows Dynamic Data Exchange (DDE) protocol.  
A VD Client software is available at the Bosch Security Systems Extranet or at your dealer.



#### Note

Since Microsoft launched Windows XP service pack 2 it is not possible to use DDE in a network. To workaround you have to convert the DDE locally to another protocol and transport this over the network to the PC where the VD Client is running.  
The VD Client at Bosch Security Systems Extranet does run on a Windows XP service pack 2 network.

Video Display is unlike all other modules in that there is no user action required to operate it. It carries out its function - interfacing the software with video displays - automatically. This document is therefore not a user manual but a reference manual. It gives information on the DDE information which is the protocol used to transport the information from the Video Display module to the Video Client.

## 2 Starting and exiting Video Display

The Video Display server is started from the Startup screen of the PC that will act as DDE server. This is shown below:

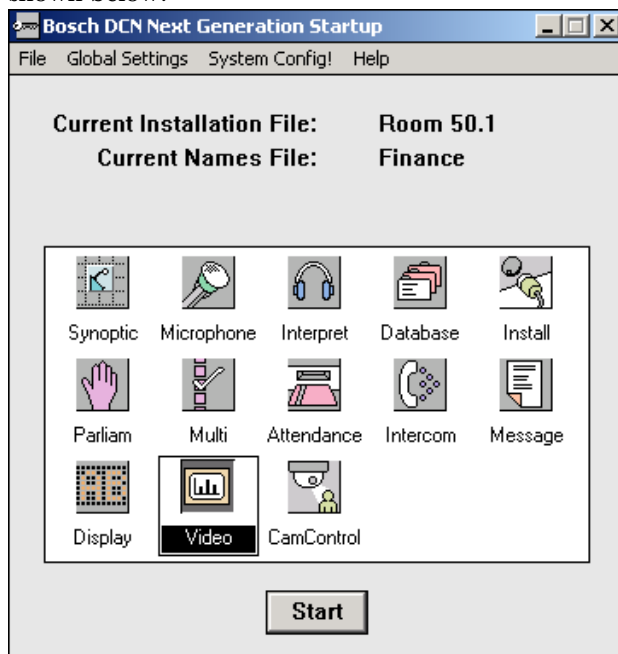


Figure 1 The Startup screen



### Note

Video Display does not have a window and is always iconized in the Taskbar.



### The Video Display icon

For details on the Video Display icon and how to start Video Display from Startup, please refer to paragraph 3.2.2 *Opening other modules from Startup* of the Startup user manual.

### 2.1 Exiting Video Display

To exit Video Display:

- Click once with the **right** mouse button on the *'Video'* icon.
- Select *'Close'* from the menu which appears.

You will exit Video Display on the DDE server.

## 3 DDE links

### 3.1 Introduction

The DCN Next Generation Video Display application LBB 4184 provides DDE (Dynamic Data Exchange) links. Through these links external programs that have DDE client capability can access information regarding the congress. The DDE server implemented in the Video Display application is a so-called “hot” DDE server. This means that the server refreshes the DDE links whenever there is new data available. The DDE client does not need to ask for an update. The DDE links are also made available as NETDDE links so other PCs connected to the DCN Next Generation PC through a MS-Windows compatible network can access the information too. Some DCN Next Generation DDE links can transmit large amounts of data. A DDE client that wants to access DCN Next Generation DDE links must be able to deal with DDE datablocks up to 64 kilobyte in size. The VD application must be started by the user before the DDE links can be used.

#### 3.1.1 DDE link naming conventions

A DDE link name consists of 3 parts:

1. The service name: This is the name used to address the DDE server. For DCN Next Generation this name will always be “DCNNG”.
2. The topic name: This name identifies the class of data that must be transported across the DDE link. For DCN Next Generation links the topic indicates which DCN Next Generation application shall provide the data.
3. The data-item name: Topics may have more than one data-item at their disposal. This name identifies which data-item must be sent through the link.

**Example:** To query the voting number

Service:	“DCNNG”
Topic:	“VOTING”
Data-item:	“NUM”
DDE link:	“DCNNG VOTING!NUM”

#### 3.1.2 NETDDE link naming conventions

NETDDE link names are derived from the normal DDE link name in the following manner:

1. The service name is replaced by “\\<servername>\NDDE\$”. <Servername> is the network name of the PC on which the Video application is running. (This name is determined by the Network applet in the Windows Control Panel.)
2. The topic name is replaced by “DCNNG\_<topic>\$”. <Topic> is the same topic name for the link as used for regular DDE.
3. The data-item name is the same as for regular DDE.

**Example:** The same link is described as in the example above, this time provided by a PC that has the network name “VIDEO\_SERVER”.

Service:	“\\VIDEO_SERVER\NDDE\$”
Topic:	“DCNNG_VOTING\$”
Data-item:	“NUM”
NETDDE link:	“\\VIDEO_SERVER\NDDE\$ DCNNG_VOTING\$!NUM”

The NETDDE part in the previous example is given in MS-Excel syntax. Other DDE client applications might require a slightly different syntax especially for the | and ! characters and the quotes that separate the different parts of the link-name. Refer to the documentation of your DDE client application for the exact syntax required by your application.



#### Note

The NETDDE is not supported in Windows XP Service Pack 2. Therefore DDE should be converted locally and then send over the network.

## 3.2 DDE link specifications

The following section specifies, for each available DDE link, the name and its purpose, the layout of the data and the requirements that must be met to make the link available.



### Note

If a link is available but does not have any data to transmit, each link will send an empty update. Empty updates consist of empty strings for string parts and/or 0 (zero) values for numerical parts.



### Note

Because commas are used as a separator in DDE links that transmit data consisting of several parts, undefined behavior may occur if any string part transmitted through such a DDE link contains commas.

### 3.2.1 Topic = SESSION

#### Topic = SESSION, data-item = NAMES

##### *Purpose*

This link provides the screen line information for each delegate in the current names file.

##### *Layout*

"delegate ID, screen line, delegate ID, screen line, ..."

##### *where:*

<i>delegate ID</i>	A number in the range 1-1000 that identifies the delegate in the delegate database. Each number has a unique ID_number.
<i>screen line</i>	Text of 33 characters which identifies the delegate as text. Can be generated by either the DB application or using the API

'Delegate ID' and 'Screen line' are separated by commas. This sequence is repeated for each delegate, again separated by commas.

##### *Requirements*

This link is always available. If there is a names file, the string as described above is sent whenever a change in the delegate database occurs. If there is no names file or the names file is empty, an empty update is sent.

#### Topic = SESSION, data-item = GROUPS

##### *Purpose*

This link provides group information for each delegate in the current names file.

##### *Layout*

"delegate ID, group name, delegate ID, group name, ..."

##### *where:*

<i>delegate ID</i>	A number in the range 1-1000 that identifies the delegate in the delegate database. Each number has a unique ID_number.
<i>group name</i>	The name of the group for this delegate as determined by the names fil. If the delegate is not associated with a group this part is empty.

Delegate ID and group name are separated by commas. This sequence is repeated for each delegate, again separated by commas.

##### *Requirements*

This link is always available. If there is a names file the string as described above is sent whenever a change in the delegate database occurs. If there is no names file or the names file is empty an empty update is sent.

#### Topic = SESSION, data-item = COUNTRIES

##### *Purpose*

This link provides country information for each delegate in the current names file.

##### *Layout*

"delegate ID, country name, delegate ID, country name, ..."

##### *where:*

<i>delegate ID</i>	A number in the range 1-1000 that identifies the delegate in the
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*country name* delegate database. Each number has a unique ID\_number.  
the name of the country for this delegate as determined by the names file. If the delegate is not associated with a country this part is empty.

Delegate ID and country name are separated by commas. This sequence is repeated for each delegate, again separated by commas.

#### **Requirements**

This link is always available. If there is a names file the string as described above is sent whenever a change in the delegate database occurs. If there is no names file or the names file is empty an empty update is sent.

### **Topic = SESSION, data-item = AUTH**

#### **Purpose**

This link provides authorization information for each delegate in the current names file.

#### **Layout**

"delegate ID, authorization, delegate ID, authorization, ..."

#### **where:**

<i>delegate ID</i>	A number in the range 1-1000 that identifies the delegate in the delegate database. Each number has a unique ID_number.
<i>authorization</i>	a number that represents the authorizations the delegate has. It will be the sum of 1 or more of the following numbers:
	0 For no authorization
	1 For microphone authorization
	2 For voting authorization
	4 For intercom authorization

Delegate ID and authorization are separated by commas. This sequence is repeated for each delegate, again separated by commas.

#### **Examples**

1, 5, 2, 2

In this example delegate 1 has microphone and intercom authorization. Delegate 2 only has voting authorization.

#### **Requirements**

This link is always available. If there is a names file the string as described above is sent whenever a change in the delegate database occurs. If there is no names file or the names file is empty an empty update is sent.

### **3.2.2 Topic = VOTING**

#### **Topic = VOTING, data-item = NUM**

#### **Purpose**

Supplies the number of the current vote.

#### **Layout**

A decimal number in the range 1-9999.

#### **Requirements**

At least one of the voting applications is running and the Hall Display setting in the voting application is set to "On".

#### **Topic = VOTING, data-item = NAME**

#### **Purpose**

Supplies the name of the current vote.

#### **Layout**

A string of at most 20 characters.

#### **Requirements**

At least one of the voting applications is running and the Hall Display setting in the voting application is set to "On".

#### **Topic = VOTING, data-item = SUBJECT**

#### **Purpose**

Supplies the motion subject text of the current vote.



**Layout**

A string of at most 132 characters containing the 4 lines of the subject text, without separators between them. (If there are commas in the string they are part of the subject text.)

**Requirements**

At least one of the voting applications is running and the Hall Display setting in the voting application is set to "On".

**Topic = VOTING, data-item = KIND**

**Purpose**

Supplies the type of the current vote.

**Layout**

A string containing one of the following texts (or their translations if DCN Next Generation is installed in another language):

- "Parliamentary"
- "For/Against"
- "Audience Response"
- "Rating"
- "Multiple Choice"
- "Opinion Poll"

**Requirements**

At least one of the voting applications is running and the Hall Display setting in the voting application is set to "On".

**Topic = VOTING, data-item = ANSWLEG**

**Purpose**

Supplies the legends of the possible answers in a vote.

**Layout**

A string containing the legend texts separated by commas. Each legend is at most 10 characters long.

**Requirements**

At least one of the voting applications is running and the Hall Display setting in the voting application is set to "On".

**Topic = VOTING, data-item = ANSWTXT**

**Purpose**

Supplies the full descriptive texts of the possible answers in a multiple choice or opinion poll vote.

**Layout**

```
"fixed_legend 1, answer_legend 1, description 1,
fixed_legend 2, answer_legend 2, description 2,
..."
```

**where:**

<i>fixed_legend X</i>	The legend as shown on the LCD's. The fixed legend consist of a single character.
<i>answer_legend X</i>	The legend of the answer as shown on the numeric hall -displays. Each answer legend is at most 10 characters long.
<i>description X</i>	The full description of the answer. The description is at most 66 characters (2 lines of 33 characters without separators).

**Requirements**

A multiple choice or opinion poll vote is running and the Hall Display setting in the voting application is set to "On".

**Topic = VOTING, data-item = ANSWCOR**

**Purpose**

Indicates which of the possible answers in a multiple choice vote is/are correct and which is/are false.

**Layout**

```
"legend 1, value 1, legend 2, value 2, ..."
```

**where:**

<i>legend X</i>	the legend of the answer
<i>value X</i>	The digit "1" if this is a correct answer or digit "0" otherwise.

**Requirements**

A multiple choice vote is running and the Hall Display setting in the voting application is set to “On”.

**Topic = VOTING, data-item = DISPSET**

**Purpose**

Indicates the display settings as they are used for the voting results window.

**Layout**

“two results, answers”

**where:**

<i>two results</i>	The digit “1” if there are two results displayed on the graphical user interface or “0” otherwise.
<i>answers</i>	The digit “1” if the answer display is on or digit “0” otherwise.

**Requirements**

At least one of the voting applications is running and the result-windows is enabled.

**Topic = VOTING, data-item = STATE**

**Purpose**

Indicates the current state of the vote.

**Layout**

“statestring, statenr”

**where:**

<i>statestring</i>	‘Stop’, ‘Start’ or ‘Hold’ (contents depends on the GUI language).
<i>statenr</i>	0, 1 or 2 ( 0 = Start, 1 = Stop, 2 = Hold ).

**Note**

After a restart is issued the link will send “Start” instead of “Restart”. “Start” should be interpreted as “Vote is in progress”.

**Requirements**

At least one of the voting applications is running and the Hall Display setting in the voting application is set to “On”.

**Topic = VOTING, data-item = RVT**

**Purpose**

Indicates the remaining vote time when a voting timer is used.

**Layout**

“votingtime”

**where:**

<i>votingtime</i>	A string containing the remaining vote time in seconds, or empty if no voting timer is used.
-------------------	--

**Requirements**

At least one of the voting applications is running and the Hall Display setting in the voting application is set to “On”.

**Topic = VOTING, data-item = ROLLCALL**

**Purpose**

Indicates which delegate is voting when roll call voting is taking place.

**Layout**

“seat number, screen line”

**where:**

<i>seat number</i>	The seat number of the delegate.
<i>screen line</i>	Text of 33 characters which identifies the delegate as text. Can be generated by either the DB application or using the API. If no roll call vote is underway an empty string is sent.

**Requirements**

At least one of the voting applications is running and the Hall Display setting in the voting application is set to "On".

**Topic = VOTING, data-item = TOTGRP##**

**Purpose**

Returns the number of delegates participating in a vote for group number ##.

**Layout**

"group name, present, not voted"

**where:**

<i>group name</i>	the name of group number ##. ## is a number in the range 0-32. If 0 is used the group name is always "ALL" and the other fields refer to the total number present and not voted.
<i>present</i>	the number of delegates in this group who are present
<i>not voted</i>	indication how many did not vote.

**Requirements**

At least one of the voting applications is running and the Hall Display setting in the voting application is set to "On". Unless TOTGRP0 is requested the vote must be an open vote.

**Topic = VOTING, data-item = ANSGRP##**

**Purpose**

Returns for all possible answers the number of delegates in group ## who selected that answer.

**Layout**

"group name, legend 1, votes 1, legend 2, votes 2, ..."

**where:**

<i>group name</i>	the name of group number ##. ## is a number in the range 0-32. If 0 is used the group name is always "ALL" and the other fields refer to the total number present and not voted.
<i>legend X</i>	the legend text of answer X
<i>votes X</i>	the number of delegates in the group who selected that answer.

**Requirements**

At least one of the voting applications is running and the Hall Display setting in the voting application is set to "On". Unless ANSGRP0 is requested the vote must be an open vote.

**Topic = VOTING, data-item = VOTGRP##**

**Purpose**

Returns for group ## the total percentage in an Audience Response or Rating vote.

**Layout**

"group name, percentage"

**where:**

<i>group name</i>	the name of group number ##. ## is a number in the range 0-32. If 0 is used the group name is always "ALL" and the other fields refer to the total number present and not voted.
<i>percentage</i>	a value from 0.0 to 100.0

**Requirements**

Audience Response or Rating vote is running and the Hall Display setting in the voting application is set to "On". Unless VOTGRP0 is requested the vote must be an open vote.

**Topic = VOTING, data-item = IRES**

**Purpose**

Returns the selected answer for each delegate. (Individual voting results.)

**Layout**

"delegate ID, legend, delegate ID, legend, ..."

**where:**

<i>delegate ID</i>	a number in the range 1-1500 that identifies the delegate in the delegate database. Each delegate has a unique ID-number.
<i>legend</i>	the legend text of the selection made by that delegate.

**Requirements**

At least one voting application is running and the Hall Display setting in the voting application is set to "On".  
The vote must be an open vote.

**Topic = VOTING, data-item = RESWIN#**

**Purpose**

Returns the contents of Results window 1 (# = 1) or 2 (# = 2) on the PC screen.

**Layout**

"num, group name, present legend, present, not voted legend, not voted, answers".

**where:**

<i>num</i>	the voting number. A decimal number in the range 1-9999.
<i>group name</i>	the name of the group currently displayed.
<i>present legend</i>	the legend text of the "Present" string.
<i>present</i>	the number of delegates present for this group.
<i>not voted legend</i>	the legend text of the "Not voted" string.
<i>not voted</i>	the number of delegates who have not voted in this group.
<i>answers</i>	a percentage ranging from 0.0-100.0 if it is an Audience Response or Rating vote and the display style is set to "Results per vote for group/total". In all other cases the 'answers' field looks like:

"legend 1, votes 1, legend 2, votes 2, ..."

**where:**

<i>legend X</i>	the answer legend
<i>votes X</i>	the corresponding result

**Requirements**

At least one voting application is running and the Hall Display setting in the voting application is set to "On".

**Topic = VOTING, data-item = RESQUO#**

**Purpose**

Returns the quorum contents of Results window 1 (# = 1) or 2 (# = 2) on the PC screen. Will only return data if quorum enabled and not equal 'none'.

**Layout**

"required quorum, authorized present"

**where:**

<i>required quorum</i>	the number of delegates which must be present.
<i>authorized present</i>	the number of delegates present with voting authorization.

**Requirements**

At least one voting application is running and the Hall Display setting in the voting application is set to "On".  
Only for Parliamentary and For/Against kind of voting and if quorum is enabled.

**Topic = VOTING, data-item = RESMAJ#**

**Purpose**

Returns the majority contents of Results window 1 (# = 1) or 2 (# = 2) on the PC screen. Will only return data if majority enabled and not equal 'none'.

**Layout**

"required majority, majority"

**where:**

<i>required majority</i>	the number of delegates which must approve the voting before the voting can be accepted.
<i>majority</i>	the number of delegates which approve the voting.

**Requirements**

At least one voting application is running and the Hall Display setting in the voting application is set to "On". Only for Parliamentary and For/Against kind of voting and if majority is enabled.

**Topic = VOTING, data-item = RESAPPR**

**Purpose**

Returns whether or not the current (active in control window) voting is approved.

**Layout**

"voting result"

**where:**

<i>voting result</i>	this will be empty if the vote is running. When the vote is stopped it will contain the result of the voting. I.e. "YES" if the quorum is reached (if quorum is used) and majority is reached. Otherwise "NO" will be returned.
----------------------	---

**Requirements**

At least one voting application is running and the Hall Display setting in the voting application is set to "On". Only for Parliamentary and For/Against kind of voting, motion approved text enabled, majority is enabled and the majority name not equal 'none'.

**Topic = VOTING, data-item = ACTQUO**

**Purpose**

Returns the actual data regarding the quorum settings. Will only return data if majority enabled and not equal 'none'.

**Layout**

"quorum name, required quorum, authorized delegates"

**where:**

<i>quorum name</i>	the name of the quorum calculation algorithm currently used. A string of at most 10 characters.
<i>required quorum</i>	the number of delegates which must be present.
<i>authorized delegates</i>	the number of delegates present with voting authorization.

**Requirements**

At least one voting application is running and the Hall Display setting in the voting application is set to "On". Only for Parliamentary and For/Against kind of voting and if quorum is enabled.

**Topic = VOTING, data-item = ACTMAJ**

**Purpose**

Returns the actual data regarding the majority settings. Will only return data if majority enabled and not equal 'none'.

**Layout**

"majority name, required majority, majority"

**where:**

<i>majority name</i>	the name of the majority calculation algorithm currently used. A string of at most 10 characters.
<i>required majority</i>	the number of delegates which must approve the voting before the voting can be accepted.
<i>majority</i>	the number of delegates which approve the voting.

**Requirements**

At least one voting application is running and the Hall Display setting in the voting application is set to "On". Only for Parliamentary and For/Against kind of voting and if majority is enabled.

**3.2.3 Topic = MICRO**

**Topic = MICRO, data-item = MIC##**

**Purpose**

Returns information on the microphones that are currently ON. ## is in the range 1-19.

**Layout**

"delegate ID, screen line, speectime"

*where:*

<i>delegate ID</i>	A number in the range 1-1000 that identifies the delegate in the delegate database. Each number has a unique ID number.
<i>screen line</i>	Text of 33 characters which identifies the delegate as text. Can be generated by either the DB application or using the API
<i>speechtime</i>	the remaining or elapsed speechtime for this delegate, depending on the speechtime setting in Microphone Management Control.

**Note**

This DDE link combines all "speaking delegates" from the notebook and the speaker-list. E.g. if two notebook and three regular delegates are speaking, links MIC1 and MIC2 return the notebook delegates and links MIC3 to MIC5 return the regular delegates in the same order as they would appear in Microphone Management. The first speaking delegate in the notebook in Microphone Management is MIC1. The last delegate in the speaker-list is MIC5.

**Requirements**

Either Synoptic Microphone Control or Microphone Management is running.

**Topic = MICRO, data-item = RTS##**

**Purpose**

Returns information about the microphones that are currently in the request list. ## is the position in the request list (range 1 to <length of request list>). The request list can contain a maximum of 100 delegates.

**Layout**

"delegate ID, screen line"

*where:*

<i>delegate ID</i>	A number in the range 1-1000 that identifies the delegate in the delegate database. Each number has a unique ID number.
<i>screen line</i>	Text of 33 characters which identifies the delegate as text. Can be generated by either the DB application or using the API

**Requirements**

Either Synoptic Microphone Control or Microphone Management is running.

**Topic = MICRO, data-item = RTSL**

**Purpose**

Returns information about the last entry in the request list.

**Layout**

"delegate ID, screen line"

*where:*

<i>delegate ID</i>	A number in the range 1-1000 that identifies the delegate in the delegate database. Each number has a unique ID number.
<i>screen line</i>	Text of 33 characters which identifies the delegate as text. Can be generated by either the DB application or using the API

**Requirements**

Either Synoptic Microphone Control or Microphone Management is running.

**Topic = MICRO, data-item = CR#**

**Purpose**

Returns information about the microphones that are currently in the response request list. # is the position in the request list (range 1 to 5).

**Layout**

"delegate ID, screen line"

*where:*

<i>delegate ID</i>	A number in the range 1-1000 that identifies the delegate in the delegate database. Each number has a unique ID number.
<i>screen line</i>	Text of 33 characters which identifies the delegate as text. Can

be generated by either the DB application or using the API

#### **Requirements**

Either Synoptic Microphone Control or Microphone Management is running.

### **3.2.4 Topic = ATTREG**

#### **Topic = ATTREG, data-item = TOTALS**

##### **Purpose**

Returns the number of delegates who are registered by the Attendance Registration application.

##### **Layout**

"present text, number present, absent text, number absent"

##### **where:**

<i>present text</i>	the string "Present" or the translation if the DCN Next Generation is not installed in English.
<i>number present</i>	the number of delegates registered as present by Attendance Registration.
<i>absent text</i>	the string "Absent" or the translation if the DCN Next Generation is not installed in English.
<i>number absent</i>	the number of delegates not registered as present by Attendance Registration.

#### **Requirements**

The Attendance Registration application is running and any form of Attendance Registration is enabled.

#### **Topic = ATTREG, data-item = ATTEND**

##### **Purpose**

Returns the absent/present status and current seat number for each delegate.

##### **Layout**

"delegate ID 1, seat number 1, status 1, delegate ID 2, seat number 2, status 2, ..."

##### **where:**

<i>delegate Id X</i>	A number in the range 1-1000 that identifies the delegate in the delegate database. Each number has a unique ID number.
<i>seat number X</i>	The seat number of the delegate.
<i>status X</i>	the text "Present" or "Absent" depending on whether the delegate is registered as present by the Attendance Registration application. In non-English versions of DCN Next Generation the texts "Present" and "Absent" are replaced with the appropriate translation.

#### **Requirements**

The Attendance Registration application is running and any form of Attendance Registration is enabled.

### **3.2.5 Topic = MESSAGE**

#### **Topic = MESSAGE, data-item = HALL**

##### **Purpose**

Returns the last message sent to the hall display by the Message Distribution application.

##### **Layout**

A string containing the message text without any separators. 132 characters maximum.

##### **Requirements**

The Message Distribution application is running.

For more information please visit [www.boschsecuritysystems.com](http://www.boschsecuritysystems.com)

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